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9 Note on Statistical  
Texture Discrimination\*

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Note on Statistical Texture Discrimination

C. H. Chen

Rong-dwang Wu

1. Summary

For a given textured image, experimental results on texture feature extraction, dimensionality reduction, and iterative Bayes classification are reported. The classification performance is superior to other texture discrimination methods that have been examined on the same data. While the method presented is recommended as an effective statistical texture discrimination approach, the large amount of computation required, especially in feature extraction, can be undesirable in some applications. Detailed computer program listing is given in the Appendix.

2. Texture Feature Extraction

The image examined is a  $64 \times 64$  textured image described in an earlier report [1]. Because the image size is small, the co-occurrence matrix is computed for distance 1. The number of gray levels is 16. The  $16 \times 16$  co-occurrence matrix  $P$  is generated [2] for angles  $\theta = 0^\circ, 45^\circ, 90^\circ$ , and  $135^\circ$ . For each  $P$  matrix, we compute the following four measurements.

(i) Angular Second Moment

$$f_1 = \sum_{i=1}^{N-1} \sum_{j=1}^{N-1} (P_{ij})^2$$

where  $N$  is the number of gray levels and  $P_{ij}$  is an element of matrix  $P$ .

(ii) Inertia or Contrast

$$f_2 = \sum_{i=1}^{N-1} \sum_{j=1}^{N-1} (i - j)^2 P_{ij}$$

(iii) Correlation

$$f_3 = \frac{1}{\sigma_i \sigma_j} \left[ \sum_{i=1}^{N-1} \sum_{j=1}^{N-1} (ij) P_{ij} - \hat{\mu}_i \hat{\mu}_j \right]$$

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where  $\hat{\mu}_i = \sum_{i=0}^{N-1} \sum_{j=0}^{N-1} i P_{ij}$

$\hat{\mu}_j = \sum_{i=0}^{N-1} \sum_{j=0}^{N-1} j P_{ij}$

$\sigma_i^2 = \sum_{i=0}^{N-1} \sum_{j=0}^{N-1} P_{ij} (i - \hat{\mu}_i)^2$

$\sigma_j^2 = \sum_{i=0}^{N-1} \sum_{j=0}^{N-1} P_{ij} (j - \hat{\mu}_j)^2$

(iv)  $f_4 = \sum_{i=0}^{N-1} \sum_{j=0}^{N-1} |i - j|^3 \log_{10} (P_{ij} + 1)$

Despite the directional effect, we take the average and the maximum difference of the functional values, as they vary with  $\theta$ . A set of 8 texture features is formed as

$$x = [\bar{f}_1, \Delta f_1, \bar{f}_2, \Delta f_2, \bar{f}_3, \Delta f_3, \bar{f}_4, \Delta f_4]^T$$

where  $\bar{f}$  = the value averaged over the four directions  $\theta = 0^\circ, 45^\circ, 90^\circ$  and  $135^\circ$

$$\Delta f_i = f_{i \max} - f_{i \min}$$

### 3. Feature Space Transformation

We now consider the problems of finding the optimum discriminant vectors and transforming the original feature space to the maximum discriminant feature space. After the texture features are generated, we choose a set of  $25 \times 25$  learning feature sets for each class and follow the method developed by Foley and Sammon [3] to calculate the first three largest discriminant values ( $\gamma_1, \gamma_2, \& \gamma_3$ ) and their corresponding vectors ( $d_1, d_2, \& d_3$ ). By using these three vectors we can transform  $x$  from original 8-dimensional feature space into a 3-dimensional maximum discriminant feature space by

$$y = Ax$$

where  $A = [d_1, d_2, d_3]^T$  is a  $3 \times 8$  matrix

$x$  is an  $8 \times 1$  feature vector

$y$  is a  $3 \times 1$  feature vector

#### 4. Texture classification

The use of k-NN decision rule suggested by Stark and O'Toole [4] provided poor result while requiring an enormous computer time for large number of learning samples. An iterative Bayes decision rule as proposed in the following is much more effective. A multivariate Gaussian assumption is made for each class with mean vectors  $M_i$  and covariance matrices  $\Sigma_i$ ,  $i = 1, 2$ . Also let  $P(\omega_i)$  be the a priori probability. The Bayes classification rule is therefore

$$\begin{aligned} & \frac{1}{2} (y - M_1)^T \Sigma_1^{-1} (y - M_1) - \frac{1}{2} (y - M_2)^T \Sigma_2^{-1} (y - M_2) \\ & + \frac{1}{2} \ln \frac{|\Sigma_1|}{|\Sigma_2|} \geq \ln \frac{P(\omega_1)}{P(\omega_2)} \rightarrow y \in \omega_1 \end{aligned}$$

for pixel  $y$  in the transformed space. Initially we assume  $P(\omega_1) = P(\omega_2) = 0.5$ .

After the decision is made for the pixel, and the pixels of its  $5 \times 5$  neighborhood, the percentage number of pixels within the  $5 \times 5$  neighborhood classified as  $\omega_i$  is used as updated value of  $P(\omega_i)$ . The procedure is performed iteratively to update  $P(\omega_i)$  in each iteration.

#### 5. Computer Results

Figure 1 is the ideal segmentation of the textured image [1]. Figure 2 is the result of using the Bayes decision rule with equal a priori probability (without any iteration). Figure 3 is the result of one iteration while Fig. 4 is the result of 4 iterations. The convergence is extremely fast as it takes only 4 iterations to provide a low error rate of 1.5625%. In the previous work [1], the use of maximum a posteriori estimation has an error rate of 3.95%. More recently we have reported [5] an error rate of 2.05% by using Fisher's linear discriminant and the texture features of angular second moment, contrast, and entropy. Thus the present method has the lowest error rate. It does require, however, more than twice of the

computation time as compared with the Fisher's linear discriminant method.

Computation of texture features is most time consuming. In the future when the co-occurrence matrix computer is developed, the computation time can be greatly reduced.

References

1. C.H. Chen, R.H. Wu and C. Yen, "Some experimental results on linear estimation for image analysis", Technical Report SMU-EE-TR-81-4, January 1981.
2. W.K. Pratt, "Digital Image Processing", Wiley, 1978.
3. D.H. Foley and J.W. Sammon, "An optimal set of discriminant vectors", IEEE Trans. on Computers, Vol. C-24, pp. 281-289, March 1975.
4. R.K. O'Toole and H. Stark, "A comparative study of texture discrimination using an optical/digital computer versus all-digital methods", in "Pattern Recognition in Practice", edited by E. Gelsema and L.N. Kanal, North-Holland Publishing Co., 1980.
5. C.H. Chen, "On the statistical image segmentation techniques", to appear in Proc. of IEEE Pattern Recognition and Image Processing Conference, August 1981.

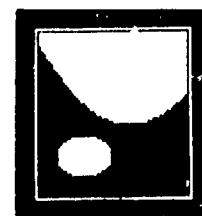


Figure 1



Figure 2

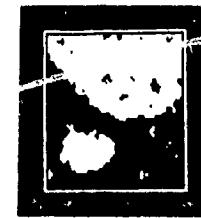


Figure 3



Figure 4

Appendix

Computer Program Listing

Note: Feature extraction is performed by File [50,50]

Feature space transformation is performed by File CMC [50,50]  
File ODVL [50,50] and File COMP [50,50]

Classification is performed by File CL2 [50,50] File PRIK [50,50]

```

C      FILE: FEAC150.S01
C
C      ****
C      FEATURE EXTRACTION
C
C      ****
C      DIMENSION A(8,64),I(64),IT(64)
C      COMMON NF,NQ,NQ1,LL,IUA(64,64),P(16,16),II,J1,L1,QM(8),DF(16)
C      WRITE(6,111)
111  FORMAT(1X,'WHICH FEATUR THAT YOU WANT TO CHANGE ?')
     11X,'FIRST FEATURE, NF=1'/1X,'SECOND FEATURE, NF=2'/
     21X,'THREE FEATURE, NF=3'/1X,'FOURTH FEATURE, NF=4'/
     31X,'NF='//10')
     READ(6,112)NF
112  FORMAT(14)
     WRITE(6,113)
113  FORMAT(1X,'CHOOSE A NEW FEATURE')
     11X,'ANGULAR SECOND MOMENTUM, NC=1'/
     ?1X,'INERTIA, NC=2'/1X,'AUTOCORRELATION NC=3'/
     31X,'ENTROPY, NC=4'/1X,'JOINT PROBABILITY, NC=5'/
     41X,'MIXED, NC=6'/1X,'NC= ?'//10')
     READ(A,112)NC
     WRITE(6,114)NF,NC
114  FORMAT(5X,'NF=1,15,2X, 'NC=1,15')
     NQ1=NF*2
     NQ=NQ1-1
C
C      ****
C      CHANGE ORIGINAL 256 GRAY LEVEL TO 16 GRAY LEVELS
C
C      ****
C      DEFINE FILE 3(64,64,0,INDEX)
     INDEX=1
     DO 100 I=1,64
     READ(3,INDEX)IT
     DO 100 J=1,64
     DO 100 K=1,16
     II=(K-1)*15
     IH=K*15
     IF(IT(J).LT.II.OR.IT(J).GE.IH)GO TO 100
     IUA(I,J)=K
100  CONTINUE
     DO 101 IA=1,64
     WRITE(6,101)(IUA(IA,IB),IB=1,16)
101  FORMAT(1X,16I2)
102  CONTINUE
     END FILE 3
C
C      ****
C      FILE 2 LINE 1 TO 512 ARE STORED ORIGINAL FEATURES,
C      EACH PIXEL HAS 8 FEATURES.
C      LINE 521 TO 712 ARE STORED COMPRESSED FEATURES,
C      EACH PIXEL HAS MAX. 3 DIMENSIONS
C      LINE 713 TO 184 AND LINE 801 TO 864 ARE STORED TWO 64*64
C      IMAGES
C
C      ****

```



```

35      ID=IABS(IT-I1)
        JD=IABS(JI-J1)
        IF (ID, GT, 1, OR, JD, GT, 1) GO TO 2
        M=IDA(1S, JS)
        N=IDA(IT, JC)
        P(M,N)=P(M,N)+1.
        P(N,M)=P(N,M)+1.
        C=C+2.
2      CONTINUE
1      CONTINUE
        DO 6 K=1, 16
        DO 6 L=1, 16
6      P(K, L)=P(K, L)/C
        RETURN
        END
*****C*****
C      101 : ANGULAR SECOND MOMENT
C      102 : INERTIA
C      103 : CORRELATION
C      104 : ENTROPY
C      105 : JOIN PROBABILITY
C      106 : ((I-J)**3)*LOG(P(I, J)+1.)
C
*****C*****
C      SUBROUTINE JOIN(NC)
COMMON NF, NQ, NQ1, LL, IDA(64, 64), P(16, 16), I1, J1, L1, QM(8), DF(16)
GOTO(101, 102, 103, 104, 105, 106), NC
101  F1=0.
        DO 11 I=1, 16
        DO 11 J=1, 16
        IF (P(I, J), EQ, 0.) GO TO 11
        F1=F1+P(I, J)*P(I, J)
11      CONTINUE
        QM(NQ)=QM(NQ)+F1
        DF(LL)=F1
        GO TO 100
102  F2=0.
        DO 21 I=1, 16
        II=I-1
        DO 21 J=1, 16
        IF (P(I, J), EQ, 0.) GO TO 21
        JJ=J-1
        DIJ=FLOAT(II-JJ)
        D2=DIJ*DIJ
        F2=F2+D2*P(I, J)
21      CONTINUE
        QM(NQ)=QM(NQ)+F2
        DF(LL)=F2
        GO TO 100
103  F3=0.
        UX=0.
        UY=0.
        QXS=0.
        QYS=0.
        DO 31 I=1, 16
        CI=FLOAT(I-1)
        DO 31 J=1, 16
        IF (P(I, J), EQ, 0.) GO TO 31
        CJ=FLOAT(J-1)
        UX=UX+CI*P(I, J)
        UY=UY+CJ*P(I, J)

```

```

31    CONTINUE
      DO 32 I=1,16
      CI=FLOAT(I-1)
      DO 32 J=1,16
      IF(P(I,J).EQ.0.)GO TO 32
      CJ=FLOAT(J-1)
      FC1=CI*CI*P(I,J)
      FC2=CJ*CJ*P(I,J)
      QXS=QXS+FC1
      QYS=QYS+FC2
32    CONTINUE
      QXS=QXS-UX*UX
      QYS=QYS-UY*UY
      IF(QXS.EQ.0.0.0.0.)GO TO 10
      UX=UX+UY
      QX=SQRT(QXS)
      QY=SQRT(QYS)
      QXY=QX*QY
      DO 33 I=1,16
      CI=FLOAT(I-1)
      DO 33 J=1,16
      CJ=FLOAT(J-1)
      IF(P(I,J).EQ.0.)GO TO 33
      F3=F3+(CI*CJ*P(I,J))
33    CONTINUE
      F3=(F3-UXY)/QXY
      QM(NQ)=QM(NQ)+F3
      GO TO 17
10    F3=1.0
      QM(NQ)=QM(NQ)+1.0
      WRITE(6,12)I1,J1,L1
12    FORMAT(1X,'I1=',I3,2X,'J1=',I3,2X,'L1=',I3,2X,
      1"VARIANCE = 0'//)
17    DF(L1)=F3
      GO TO 100
104   F4=0.
      DO 41 I=1,16
      DO 41 J=1,16
      IF(P(I,J).EQ.0.)GO TO 41
      F4=F4+P(I,J)*ALOG10(P(I,J))
41    CONTINUE
      QM(NQ)=QM(NQ)+F4
      DF(L1)=F4
      GO TO 100
105   F5=0.
      DO 51 I=1,16
      II=I-1
      DO 51 J=1,16
      IF(P(I,J).EQ.0.)GO TO 51
      JJ=J-1
      FIJ=FLOAT(II*JJ)
      F5=F5+FIJ*P(I,J)
51    CONTINUE
      QM(NQ)=QM(NQ)+F5
      DF(L1)=F5
      GO TO 100
106   F6=0.
      DO 61 I=1,16
      II=I-1
      DO 61 J=1,16
      IF(P(I,J).EQ.0.)GO TO 61
      JJ=J-1
      VIJ=FLOAT(II-JJ)

```

```

      FIJ=ABS(VIJ)
      VV=FIJ*FIJ
      V=VV*FIJ
      F6=F6+V*ALOG10(P(1,J)+1.)
61   CONTINUE
      QM(NQ)=QM(NQ)+F6
      DF(LI)=F6
100  RETURN
      END
      SUBROUTINE MAXDF
      COMMON NF, NQ, NQ1, LL, IDA(64,64), P(16,16), I1, J1, L1, QM(8), DF(16)
      REAL D(6), DC(4)
      II=(NF-1)*4
      IM=NF*2
      M=0
      DO 2 J=1,4
2      DC(J)=DF(IJ)+J
      DO 7 K=1,3
      KS:=K+1
      DO 7 KK=KS,4
      M=M+1
7      D(M)=ABS(DC(K)-DC(KK))
      DM=D(1)
      DO 3 L=2,6
      IF(DM.GT.D(L))GO TO 3
      DM=D(L)
3      CONTINUE
      QM(IM)=DM
      RETURN
      END

```

```

C **** **** **** **** **** **** **** **** ****
C FILE: CHC [50,50]
C CHOOSE LEARNING SAMPLES
C **** **** **** **** **** **** **** **** ****
C
C      REAL A(200,25), F(64), R(25)
C      DEFINE FILE 2(864, 128, 0, INDEX)
C      WRITE(6, 10)
10     FORMAT(1X, 'READ NF, IXI, IYI, IXF, IYF'//0')
      READ(6, 11)NF, IXI, IYI, IXF, IYF
11     FORMAT(5I5)
      IS=(IY1-1)*8+1
      IT=IYF*8
      ID=IT-IS+1
      INDEX=IS
      IX=IXF-IXI+1
      IX1=IXI-1
      DO 1 I=1, ID
      READ(2, INDEX)F
      DO 1 J=1, IX
1      A(I,J)=F(IX1+J)
      END FILE 2
      DEFINE FILE 1(408, 50, 0, INDEX)
      INDEX=(NF-1)*200+1
      DO 2 K=1, 200
      DO 3 L=1, 25
3      R(L)=A(K,L)
      WRITE(1, INDEX)R
2      CONTINUE
      CALL BELL
      CALL EXIT
      END

```

```

C
C      FILE: ODV1[50,50]
C
C      *****
C      FIND A OPTIMAL SET OF DISCRIMINANT VECTORS
C      *****
C
C      REAL A(25), U(2,8), DT(8), S(8,8)
C      REAL SI(8,8), D(8,25), WW(2,8,8), W(8,8)
C      REAL Y(8), WI(8,8), WS(8,8), T(8), OD(8), DUV(8,5)
C      REAL W1(8,8), W2(8,8), CL(6), SN1(6), DSC(8)
C      DEFINE FILE 1(408,50,11, INDEX)
C      WRITE(6,10)
10     FORMAT(1X,'SIZE OF LEARNING SAMPLES (N*N) // 0')
      READ(6,11)N
11     FORMAT(I3)
C      *****
C
C      FIND MEAN U1 & U2 AND DIFFERENCE DT
C
C      *****
C      DO 1 I=1,2
1      I1=(I-1)*200
      DO 2 J=1,N
2      J1=(J-1)*8
      DO 3 K=1,8
3      INDEX=I1+J1+K
      READ(1'INDEX)A
      DO 3 L=1,N
      U(I,K)=U(I,K)+A(L)
      CONTINUE
      CONTINUE
      DO 4 M=1,8
4      U(I,M)=U(I,M)/FLOAT(N*N)
      CONTINUE
      DO 12 ID=1,2
12     WRITE(6,33)ID, (U(ID,K), K=1,8)
      FORMAT(1X,'U(1,I2,1X,)=', 8F15.5)
      CONTINUE
      DO 5 I=1,8
5      DT(I)=U(1,I)-U(2,I)
      WRITE(6,34)DT
34     FORMAT(1X,'DT =', 8F15.5)
      *****
C
C      FIND WITHIN-CLASS SCATER MATRIX A AND ITS INVERSE MATIX
C
C      *****
C      DO 6 I=1,2
6      I1=(I-1)*200
      DO 7 J=1,N
7      J1=(J-1)*8
      INDEX=I1+J1+1
      DO 8 K=1,8
8      READ(1'INDEX)A
      DO 8 L=1,75
      D(K,L)=A(L)
      CONTINUE
8

```

```

DO 9 N1=1,N
DO 9 K1=1,8
DO 9 L1=1,8
DD1=D(K1,N1)-U(I,K1)
DD2=D(L1,N1)-U(I,L1)
WW(I,K1,L1)=WW(I,K1,L1)+DD1*DD2
9  CONTINUE
7  CONTINUE
DO 15 K2=1,8
DO 15 L2=1,8
WW(I,K2,L2)=WW(I,K2,L2)/FLOAT(N*N)
15  CONTINUE
6  CONTINUE
DO 110 KS=1,8
DO 110 KT=1,8
W1(KS,KT)=WW(1,KS,KT)
W2(KS,KT)=WW(2,KS,KT)
110  CONTINUE
DO 116 I=1,8
DO 116 J=1,8
116  W(I,J)=W1(I,J)+W2(I,J)
WRITE(5,117)W1
WRITE(5,118)W2
117  FORMAT(//40X, 'W1'/8(F15.4))
118  FORMAT(//40X, 'W2'/8(F15.4))
WRITE(5,119)W
119  FORMAT(//40X, 'W'/8(F15.4))
ND=8
CALL INVERS(W,W1,ND)
WRITE(6,199)
199  FORMAT(1X, 'INVERSE W OK!//0')
*****C*****
C
C      FINF 'ALPHA 1'
C
C      ****
DO 21 I=1,8
DO 21 J=1,8
SUM=0.
DO 22 K=1,8
22  SUM=SUM+WI(I,K)*W1(K,J)
WS(I,J)=SUM
21  CONTINUE
AL=0.
DO 24 J=1,8
SUM=0.
DO 25 K=1,8
25  SUM=SUM+WS(J,K)*DT(K)
T(J)=SUM
24  CONTINUE
DO 23 I=1,8
AL=AL+DT(I)*T(I)
23  CONTINUE
AL=1./SQRT(AL)
*****C*****
C
C      FINF D1
C
C      ****
DO 26 I=1,8
SUM=0.
DO 27 J=1,8
27  SUM=SUM+WI(I,J)*DT(J)
D(I)=SUM*AL
26  CONTINUE

```

```

C FINE "DISCRIM-VALUE RI"
C
C ****
NE=1
CALL RNV(W,OD,DT,NE)
****

C FINE S11 FOR S(1,1) & S-1(1,1)
C
C ****
DO 29 J=1,8
SUM=0.
DO 30 K=1,8
SUM=SUM+WI(J,K)*OD(U(K))
T(J)=SUM
CONTINUE
S11=0.
DO 28 I=1,8
S11=S11+OD(V(I))*T(I)
S(1,1)=S11
SI(1,1)=1./S11
****

C SET COLOUM [1/A1, 0 0 0 . . . . ] AND STORE "D1" TO "ODV"
C
C ****
CL(1)=1./A1.
DO 41 I=2,7
CL(I)=0.
DO 148 J=1,8
ODV(J,1)=OD(V(J))
****

C DO LOOP FINE U,R & S
C
C ****
DO 40 ND=1,4
NF=ND+1
IF (NF, EQ, 1) GO TO 44
****

C FINE MATRIC S AND ITS INVERSE MATRIX
C
C ****
DO 61 K1=1,8
SUM=0.
DO 62 K2=1,8
SUM=SUM+WI(K1,K2)*ODV(K2,ND)
T(K1)=SUM
CONTINUE
DO 63 K3=1,ND
SUM=0.
DO 64 K4=1,8
SUM=SUM+ODV(K4,K3)*T(K4)
Y(K3)=SUM
CONTINUE
DO 65 K5=1,ND
S(K5,ND)=Y(K5)
S(ND,K5)=Y(K5)
CONTINUE
CALL INVERS(S,SI,ND)
****
```

```

C
C      FINE "UN" AND STORE TO "ODV"
C
C      *****
44    DO 42 I=1, ND
      SUM=0.
      DO 43 J=1, ND
      SUM=SUM+SI(I, J)*CL(J)
      SN1(I)=SUM
42    CONTINUE
      DO 45 K=1, 8
      SUM=0.
      DO 46 L=1, ND
      SUM=SUM+ODV(K, L)*SN1(L)
      DSC(K)=DT(K)-SUM
45    CONTINUE
      DO 47 I=1, 8
      SUM=0.
      DO 48 J=1, 8
      SUM=SUM+WI(I, J)*DSC(J)
      OD(I)=SUM
47    CONTINUE
      SUM=0.
      DO 49 I=1, 8
      SUM=SUM+OD(I)*OD(I)
      ALN=1./SQRT(SUM)
      DO 50 I=1, 8
      OD(I)=OD(I)*ALN
      ODV(I, NE)=OD(I)
50    CONTINUE
      *****
C
C      FINE "RN"
C
C      *****
40    CALL RNV(W, OD, DT, NE)
      CONTINUE
      INDEX=401
      DO 55 I=1, 8
      DO 56 J=1, 8
      A(J)=ODV(I, J)
56    CONTINUE
      WRITE(5, 156)(A(K), K=1, 8)
156  FORMAT(5(5X, F15. 6))
      WRITE(1'INDEX)A
55    CONTINUE
      CALL BELL
      CALL EXIT
      END
      SUBROUTINE RNV(W, OD, DT, NE)
      REAL OD(8), DT(8), W(8, 8), T(8)
      SUM=0.
      DO 1 I=1, 8
      SUM=SUM+OD(I)*DT(I)
      UNM=SUM*SUM
      DO 2 I=1, 8
      SUM=0.
      DO 3 J=1, 8
      SUM=SUM+W(1, J)*OD(J)
2      T(1)=SUM
      SUM=0.
      DO 4 K=1, 8
      SUM=SUM+OD(K)*T(K)
4

```

```

RN=DNM/SUM
140  WRITE(5,140)NE,RN
      FORMAT(10X,'RN(1, I2, 1X, ')=', F15. 6)
      RETURN
      END
      SUBROUTINE INVERS(S,SI,ND)
      REAL S(8,8),SI(8,8)
      COMMON SD(8,8),CM1(8),CM2(8),Y(8),CN,N1,N
      SI(1,1)=1./S(1,1)
      DO 2 N=2,ND
      N1=N-1
      DO 1 I1=1,N1
      Y(II)=S(N,I1)
      CALL STY(SI)
      CALL YTTS(SI)
      CALL COST(S)
      CALL LEFTUP(SI)
      DO 3 K=1,N1
      DO 3 L=1,N1
      3   SI(K,L)=SD(K,L)/CN
      DO 4 I=1,N1
      SI(I,N)=0.-(CM1(I))/CN
      SI(N,I)=0.-(CM2(I))/CN
      4   CONTINUE
      SI(N,N)=1./CN
      2   CONTINUE
      CALL BELL
      RETURN
      END
      SUBROUTINE STY(SI)
      REAL SI(8,8)
      COMMON S(8,8),CM1(8),CM2(8),Y(8),CN,N1,N
      DO 1 I=1,N1
      SUM=0.
      DO 2 J=1,N1
      2   SUM=SUM+SI(I,J)*Y(J)
      1   CM1(I)=SUM
      RETURN
      END
      SUBROUTINE YTTS(SI)
      REAL SI(8,8)
      COMMON SD(8,8),CM1(8),CM2(8),Y(8),CN,N1,N
      DO 1 I=1,N1
      SUM=0.
      DO 2 J=1,N1
      2   SUM=SUM+Y(J)*SI(J,I)
      1   CM2(I)=SUM
      RETURN
      END
      SUBROUTINE COST(S)
      REAL S(8,8)
      COMMON SD(8,8),CM1(8),CM2(8),Y(8),CN,N1,N
      CN=S(N,N)
      DO 1 I=1,N1
      CN=CN-Y(I)*CM1(I)
      RETURN
      END
      SUBROUTINE LEFTUP(SI)
      REAL SI(8,8)
      COMMON SD(8,8),CM1(8),CM2(8),Y(8),CN,N1,N

```

```

      DO 1 J=1,N1
      DO 1 J=1,N1
      SU(I,J)=CM1(J)*CM2(I)+SI(I,J)*CN
      RETURN
      END

```

```

C
C      FILE: COMP050.S01
C
C      ****
C      TRANSFORM THE ORIGINAL EIGHT-DIMENSION FEATURE SPACE
C      TO N (N LESS-EQUAL 3) DIMENSIONAL FEATURE SPACE.
C
C      ****
C      REAL, A(8,5), X(8,64), Y(3,64), F(64), E(25)
C      WRITE(6,147)
147      FORMAT(1X, 'THE DIMENSION OF COMPRESSION = ?(MAX. =3) // 0')
      READ(6,159)NP
159      FORMAT(I2)
      DEFINE FILE 1(408,50,U,INDEX)
      INDEX=401
      DO 11 I=1,8
      READ(1'INDEX)E
      DO 11 J=1,NP
      A(I,J)=E(J)
11      CONTINUE
      END FILE 1
      DEFINE FILE 2(864,128,U,INDEX)
      DO 101 I=1,64
101      F(I)=0.
      INDEX=521
      DO 102 J=1,192
102      WRITE(2'INDEX)F
      DO 1 I=2,63
      INDEX=(I-1)*8+1
      DO 2 J=1,8
      READ(2'INDEX)F
      DO 3 K=1,64
      X(J,K)=F(K)
3      CONTINUE
      DO 111 II=1,NP
      DO 111 JJ=1,64
      SUM=0.
      DO 112 KK=1,8
112      SUM=SUM-A(KK,II)*X(KK,JJ)
      Y(II,JJ)=SUM
111      CONTINUE
      INDEX=(I-1)*3+521
      DO 5 II=1,NP
      DO 6 JJ=1,64
6      F(JJ)=Y(II,JJ)
      WRITE(2'INDEX)F
5      CONTINUE
      CONTINUE
      CALL BELL
      CALL EXIT
      END

```

```

C
C      FILE: CL2(50,50)
C
C      ****
C      CLASSIFICATION (SEGMENTATION)
C
C      ****
C      REAL, F(64), Y(3, 64), X(2, 3, 225), U(2, 3), COV(2, 3, 3), COVI(2, 3, 3)
C      REAL, CV(2), E(3, 6), SCOV(3, 3), SCOVI(3, 3), T(3), EM(3, 6), XM(2, 3)
C      REAL, F1(64), SH(64), CA(5, 64), TM(2, 3), XXY(2), DA(64)
C      INTEGER, IX(2), IY(2)
C
C      ****
C      DETERMINE THE ORIGINAL POINTS OF LEARNING SAMPLES
C      THE COMPRESSION DIMENSIONS AND THE BOUNDARY OF IMAGE.
C
C      ****
C      DEFINE FILE 2(864, 128, U, INDEX)
C      WRITE(6, 10)
10      FORMAT(1X, 'READ IX1, IY1, IX2, IY2, ND'//0')
      READ(6, 11) IX(1), IY(1), IX(2), IY(2), ND
11      FORMAT(5I5)
      IXI1=496
      IYI1=552
      IXF1=756
      IYF1=292
      IXI2=504
      IYI2=544
      IXF2=748
      IYF2=300
C
C      ****
C      CHOOSE LEARNING SAMPLES
C
C      ****
C      DO 1 I=1, 2
1       I1=(IY(I)-1)*3+500
      IX1=IX(I)-1
      DO 2 J=1, 15
      KK=(J-1)*15
      J1=(J-1)*3
      DO 3 K=1, ND
      INDEX=I1+J1+K
      READ(2, INDEX)
      DO 3 L=1, 15
      KN=KK+L
      X(I, K, KN)=F(IX1+L)
      CONTINUE
      CONTINUE
C
C      ****
C      CALCULATE MEAN , COVARIANCE MATRIX AND ITS INVERS MATIX.
C
C      ****
C      DO 21 I=1, 2
20      DO 20 M=1, ND
      U(I, M)=0.
      DO 22 J=1, ND
      DO 22 K=1, 225
22      U(I, J)=U(I, J)+X(1, J, K)

```

```

29      DO 29 M=1, ND
21      U(I, M)=U(I, M)/225.
CONTINUE
DO 28 I=1, 2
DO 2A J=1, 225
DO 25 K=1, ND
25      T(K):=X(I, K, J)-U(I, K)
DO 26 L=1, ND
DO 26 M=1, ND
26      COV(I, L, M)=COV(I, L, M)+T(L)*T(M)
CONTINUE
DO 27 N=1, ND
DO 27 N1=1, ND
CN=COV(I, N, N1)/225
COV(I, N, N1)=CN
SCOV(N, N1)=CN
27      CONTINUE
CALL INVERS(SCOV, SCOVI, ND)
DO 23 N=1, ND
DO 23 N1=1, ND
23      COVI(I, N, N1)=SCOVI(N, N1)
28      CONTINUE
C      ****
C      ****
C      FIND THE DETERMINE OF COVARIANCE MATRIX.
C      ****
C      ****
C      ****
1F(ND, EQ, 3)GO TO 43
DO 41 I=1, 2
41      CV(I)=COV(I, 1, 1)*COV(I, 2, 2)-COV(I, 1, 2)*COV(I, 2, 1)
GO TO 49
43      DO 44 II=1, 2
DO 45 KK=1, 2
DO 45 JJ=1, 3
IK=(KK-1)*3+JJ
DO 45 J=1, 3
45      E(J, IK)=COV(II, J, JJ)
C1=0.
C2=0.
DO 46 KK=1, 3
K2=KK+1
K3=KK+2
C1=C1+(E(1, KK)*E(2, K2))*E(3, K3)
C2=C2+(E(3, KK)*E(1, K2))*E(1, K3)
46      CONTINUE
CV(1)=ABS(C1-C2)
44      CONTINUE
49      VCV=CV(1)/CV(2)
ALV=ALOG(VCV)
C      ****
C      ****
C      CLASSIFICATION, DISPLAY AND STORAGE
C      ****
C      ****
CALL VWINRD(1, 64, 1, 64, )
CALL SWINRD(500, 25A, 300, X56)
DO 51 I=2, 63
INDEX=(I-1)*3+521
DO 52 J=1, ND
READ(2, INDEX)F
DO 50 K=1, 64
50      Y(J, K)=F(K)
52      CONTINUE

```

```

DO 53 M=2,63
DO 54 N=1,2
DO 54 J=1, ND
54 XM(N, J)=Y(J, M)-U(N, J)
DO 55 L=1, 2
DO 55 J=1, ND
SUM=0.
DO 56 K=1, ND
56 SUM=SUM+COVI(L, J, K)*XM(L, K)
TM(L, J)=SUM
CONTINUE
DO 57 L=1, 2
SUM=0.
DO 58 J=1, ND
58 SUM=SUM+XM(L, J)*TM(L, J)
XVX(L)=SUM
57 CONTINUE
XM12=XVX(1)-XVX(2)
HX=(XM12+ALV)/2.
IF(HX, GT, 0.) GO TO 60
DA(M)=1.
GO TO 53
DA(M)=0.
53 CONTINUE
YY=64. -FLOAT(I)
DO 59 J=1, 64
IF(DA(J), EQ, 0.) GO TO 59
XX=FLOAT(J)
CALL POINTA(XX, YY)
59 CONTINUE
INDEX=I+720
WRITE(2'INDEX)DA
CONTINUE
CALL WINDO(IXI1, IYI1, IXF1, IYF1)
CALL BELL
***** ITERATION *****
C
C
C
499 READ(6, 499)IE
FORMAT(I2)
CALL NEWPAG
DO 500 MI=1, 16
WRITE(6, 501)MI
501 FORMAT(10X, 'ITERATION', 15)
INDEX=/22
DO 201 I=1, 5
READ(2'INDEX)F
DO 202 J=1, 64
202 CA(I, J)=F(J)
201 CONTINUE
DO 251 I=4, 61
INDEX=(I-1)*5+521
DO 252 J=1, ND
READ(2'INDEX)F
DO 250 K=1, 64
250 Y(J, K)=F(K)
252 CONTINUE
NC 253 M=4, 61
P1=0.
M1=M-3
DO 353 MM=1, 5

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```

DO 353 NN=1, 5
NX=M1+NN
353  P1=P1+CA(MM, NX)
P1=P1-CA(3, M)
P2=24. -P1
IF(P1, EQ, 24. )GO TO 354
IF(P1, EQ, 0. )GO TO 355
AL.P=ALOG(P1/P2)
GO TO 356
354  AL.P=100.
GO TO 356
355  AL.P=-100.
356  DO 254 N=1, 2
DO 254 J=1, ND
XM(N, J)=Y(J, M)-U(N, J)
DO 255 L=1, 2
DO 255 J=1, ND
SUM=0.
DO 256 K=1, ND
256  SUM=SUM+CLVI(L, J, K)*XM(L, K)
TM(L, J)=SUM
CONTINUE
DO 257 L=1, 2
SUM=0.
DO 258 J=1, ND
258  SUM=SUM+XM(L, J)*TM(L, J)
XVX(L, )=SUM
257  CONTINUE
XM12=XVX(1)-XVX(2)
HX=(XM12+AL.V)/2.
AL.P=AL.P+4.
IF(HX, GT, AL.P)GO TO 260
DA(M)=1.
GO TO 253
260  DA(M)=0.
253  CONTINUE
YY=64. -FI DAT(I)
DO 259 J=1, 64
IF(DA(J), EQ, 0. )GO TO 259
XX=FLOAT(J)
CALL POINTA(XX, YY)
259  CONTINUE
INDEX=X+800
WRITE(2'INDEX)DA
DO 359 J=1, 4
J1=J+1
DO 359 K=1, 64
359  CA(J, K)=CA(J1, K)
INDEX=(I+3)+720
READ(2'INDEX)F
DO 360 K=1, 64
360  CA(5, K)=F(K)
251  CONTINUE
DO 261 T=4, 61
INDEX=I+720
READ(2'INDEX)F
INDEX=I+800
READ(2'INDEX)F
DO 263 MF=4, 61
263  F1(MF)=F(MF)
INDEX=X+720
WRITE(2'INDEX)F
264  CONTINUE

```

```

CALL WINDO(IXI2,IYI2,IXF2,IYF2)
CALL BELL
READ(6,262)IR
262
FORMAT(I2)
CALL NEWPAG
500
CONTINUE
CALL BELL
CALL EXIT
END.

SUBROUTINE WINDO(IXI,IYI,IXF,IYF)
CALL MOVAWS(IXI,IYI)
CALL DRWAWS(IXI,IYF)
CALL DRWAWS(IXF,IYF)
CALL DRWAWS(IXF,IYI)
CALL DRWAWS(IXI,IYI)
CALL BELL
RETURN
END.

SUBROUTINE INVERS(S,SI,ND)
REAL S(3,3),SI(3,3)
COMMON SD(3,3),CM1(3),CM2(3),Y(3),CN,N1,N
SI(1,1)=1./S(1,1)
DO 2 N=2,ND
N1=N-1
DO 1 II=1,N1
1 Y(II)=S(N,II)
CALL STY(SI)
CALL YTTS(SI)
CALL COST(S)
CALL LEFTUP(SI)
DO 3 K=1,N1
DO 3 L=1,N1
3 SI(K,L)=SD(K,L)/CN
DO 4 I=1,N1
4 SI(I,N)=0.-(CM1(I)/CN)
SI(N,I)=0.-(CM2(I)/CN)
4
CONTINUE
SI(N,N)=1./CN
2
CONTINUE
CALL BELL
RETURN
END.

SUBROUTINE STY(SI)
REAL SI(3,3)
COMMON SD(3,3),CM1(3),CM2(3),Y(3),CN,N1,N
DO 1 I=1,N1
SUM=0
DO 2 J=1,N1
2 SUM=SUM+SI(I,J)*Y(J)
1 CM1(I)=SUM
RETURN
END.

SUBROUTINE YTTS(SI)
REAL SI(3,3)
COMMON SD(3,3),CM1(3),CM2(3),Y(3),CN,N1,N
DO 1 I=1,N1
SUM=0.
DO 2 J=1,N1
2 SUM=SUM+Y(J)*SI(J,1)
1 CM2(I)=SUM
RETURN

```

```

        SUBROUTINE COST(S)
        REAL S(3,3)
        COMMON SD(3,3),CM1(3),CM2(3),Y(3),CN,N1,N
        CN=S(N,N)
        DO 1 I=1,N1
1      CN=CN-Y(I)*CM1(I)
        RETURN
        END

        SUBROUTINE LEFTUP(SI)
        REAL SI(3,3)
        COMMON SD(3,3),CM1(3),CM2(3),Y(3),CN,N1,N
        DO 1 I=1,N1
        DO 1 J=1,N1
1      SD(I,J)=CM1(I)+CM2(J)+SI(I,J)*CN
        RETURN
        END

```

```

C
C      FILE: PRIML30,50]
C
C      *****
C      PRINT OUT THE RESULT
C
C      *****
REAL F(64)
INTEGER IA(64)
DEFINE FILE 2(864,128,U,INDEX)
WRITE(6,10)
10  FORMAT(1X, 'FILE 721-784 ,NF=1'//1X, 'FILE 801-864, NF=2'//)
      READ(6,11)NF
11  FORMAT(12)
      IF(NF, EQ, 2)GO TO 22
      INDEX=724
      GO TO 33
22  INDEX=804
33  DO 1 I=4,61
      READ(2,INDEX)F
      DO 2 J=4,61
2     IA(J)=INT(F(J))
      WRITE(5,44)(IA(IJ),IJ=4,61)
44  F(REAL(10X,5811))
      CONTINUE
      CALL BELL
      CALL EXIT
      END

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